

Amendments to the Specification:

Please replace the paragraph beginning on page 7, line 29 with the following amended paragraph:

In step 504 it is determined if the primitive is totally outside of the screen region 300, such as a primitive 302 in FIG. 3. The primitive 302 will be found to be totally outside the screen region 300 if at least one of the following is logically true given a start point of $x = XSTART$ and $y = YSTART$ for the primitive:

$XDIR \text{ AND } ((X < XLEFT) \text{ OR } (XEND > XRIGHT))$

XDIR $\text{ AND } ((X > XRIGHT) \text{ OR } (XEND > XLEFT))$

$YDIR \text{ AND } ((Y < YTOP) \text{ OR } (YEND > YBOTTOM))$

YDIR $\text{ AND } ((Y > YBOTTOM) \text{ OR } (YEND < YTOP))$ where an underlined XDIR or YDIR refers to a logical NOT DIR.

Please replace the paragraph beginning on page 4, line 16 with the following amended paragraph:

The present invention is used in a computer system, such as a computer system that displays graphic images. The method of the present invention is, in particular, for rasterizing primitives. A first step of the inventive method is to ~~determined~~determine if a primitive is totally outside a predetermined screen region. The primitive is discarded if the primitive is totally outside the screen region. If the primitive is not totally outside the screen region, at least a portion of the primitive is identified that lies within the screen region. Then only those pixels in the portion of the primitive that is inside the screen region are filled. These steps are then executed for each primitive of the plurality of primitives that forms the scene of which the screen region is the portion that the computer system displays.